Compound ID	X (fingerprint features)						y (activity label)	
	fps_1	fps_2	fps_3	fps_4	...	fps_n	hit-call (continuous)	hit-call (binary)
Compound_1	0	1	0	0	...	0	0.00	0
Compound_2	1	0	0	0	...	1	0.01	0
Compound_3	0	0	1	1	...	0	0.00	0
Compound_4	1	0	0	0	...	0	0.98	1
...	...	...	...	...	...	...	...	...
Compound_m	0	0	1	0	...	1	0.01	0